



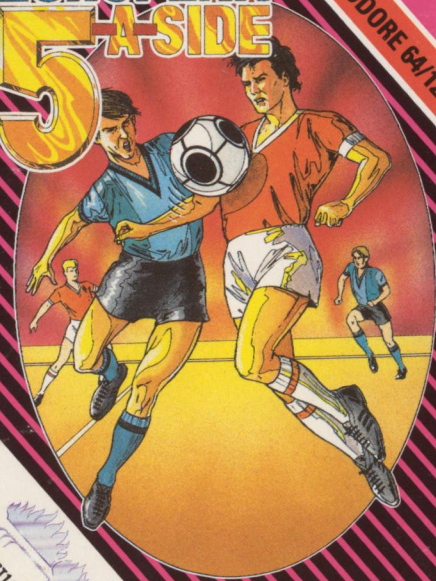
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machine versions of game.
SILVERBIRD SOFTWARE
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CBM
64/128
**EUROPEAN
5-A-SIDE**



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EUROPEAN FIVE-A-SIDE

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C64 conversion by DAVID KIRBY

THE GAME

Enjoy a great game of five-a-side footy in the comfort of your own room, by yourself against the computer, or against a friend. Look down on the ten players who kick, pass, lob and run around under your control, and when it comes to the crunch, let's hope you're quick enough with your goalie to stop that sneaky one popping in.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

Note: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

The game is played as normal five-a-side footy, from an aerial view. The computer selects the chap who is nearest the ball every few seconds and a flashing arrow points to the selection, and that is who you control (unless you have the ball).

Controls

Player 1 (Joystick Port 1)

△=Up =(equal sign) Down >=Left /=Right Rt. Shift=Kick

Player 2 (Joystick Port 2)

Q=Up A=Down X=Left C=Right Z=Kick

In **After settings** mode (key 3 on menu), SPACE changes half time length, CAPS SHIFT changes the colour of the pitch, and ENTER returns to the menu page.

How to . . .

Pass: Tap the kick button, and the ball will leave your control and go off in the direction you were facing at the speed you were going.

Lob: Press and hold the kick button, and the ball will sail high into the air in the direction you were facing.

Operate your goalie: If the ball is inside the 6 yard box, control passes automatically to your keeper, press fire and push direction in which you want him to dive. He will get up after a few moments, ready to dive again.

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